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Printed in Japan

NES-IL-USA-1★

WIN, LOSE OR Draw™

Instruction Booklet

Licensed by Nintendo® for play on the

LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®

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"This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®."

Win, Lose or Draw © Buena Vista Television, Inc.

PRECAUTIONS

- The Game Pak is a precision device. Keep it away from electrical shock and do not use under extreme temperature conditions.
- Do not touch the terminals.
- Avoid exposure to water.
- Do not clean with thinner, benzine, alcohol, or cleaning fluids.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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Thank you for buying ***Win, Lose or Draw.*** Please read this booklet for a complete explanation of how to play the game.

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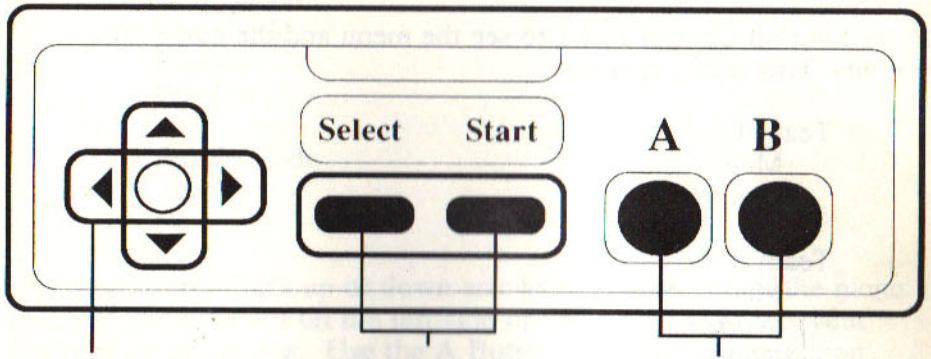
Welcome to ***Win, Lose or Draw***.....the exciting Nintendo game that brings the drama of the TV game show into your home.

- Insert the Game Pak into your Nintendo Entertainment System.
- Turn on the power.
- The ***Win, Lose or Draw*** logo appears first, followed by the copyright notice.
- Press the Start button to begin play.



Control Pad: Used to move around the menu and the alphabet block.

Select Button: Begins game and returns you to the menu.
Start Button: Pauses game.

A or B Button: Selects letter or indicates menu selection. In Speed Round, B Button passes to next puzzle.

Press Start on Control Pad 1 to see the menu and the game play options. This menu appears:

Team 1
- Men
- Women

Team 2
- Men
- Women
- None

Level
- Easy
- Normal
- Difficult

Drawing Mode
- Automatic
- Player
- Practice

Set Puzzle Code
- Yes
- No

Use the Control Pad's up or down arrows to choose one of the menu options. The blue dot on the left side of the screen indicates your position on the screen. Use the A Button to make your selection. The check marks show which options are selected. Then use the Control Pad to move down on the menu and make your next selection.

Once you are satisfied with your option selections, press START to begin the game.

Team 1 and Team 2

Choose either male or female characters to make a team. To play alone, choose "none" at the Team 2 option.

Level

There are three levels of difficulty. In the Easy level, you guess single objects with one-word answers within a 60 second time limit. There are dashes on the screen which indicate how many letters the answer contains.

In the Normal level, the puzzles consist of phrases with multiple word answers. There are dashes to indicate the number of words and letters in each phrase and the time limit is 60 seconds.

The Difficult level uses multiple word phrases. There are no dashes to help, and the time limit is 40 seconds.

Drawing Mode

There are three modes of play. The pictures are drawn by the Nintendo Entertainment System in the Automatic mode. Your team must guess the answer before time runs out. The time limits for this mode are described on the previous page. In the Player mode, one player draws the picture while the other team members guess the answer. (See: How to Play: Player Mode) The Nintendo Entertainment System gives you the object or phrase to draw and timing is turned on. The Practice mode allows players to practice drawing and typing. Phrases to draw are not provided and the timer is turned off.

Set Puzzle Code

This option allows you to save your game position and avoid repeated puzzles. You will find directions for saving your game on page 12.

NOTE: Pausing The Game

You can pause the game at any time by pressing the Start button during play. "Game Paused" will appear on screen. To resume play, press Start again.

Automatic Mode

When you finish the game setup, you are ready to play. Press Start to begin. Team 1 goes first. If you choose the Automatic mode, the Nintendo Entertainment System draws a word or phrase. Use the arrow keys on the Control Pad to select a letter. Press the A Button to lock in your letter choice. If the letter is a part of the puzzle solution, it will appear below the puzzle drawing at every place in the word or phrase that is appropriate. Wrong guesses cost you 5 points each. When you complete the word or phrase that describes the puzzle, you receive the points for that puzzle, plus a bonus equal to the number of seconds left on the clock.

If Team 1 fails to guess correctly, Team 2 has the opportunity to "steal the answer". Team 2 picks up where Team 1 ended and has a chance to guess the answer within 40 seconds.

The next puzzle is for Team 2. Players on Team 2 follow the steps described above for Team 1. Play continues until both teams have the opportunity to guess three drawings. Then, the Speed Round begins.

In the Speed Round each team guesses as many drawings as possible within the time allowed. The time frame is determined by the choice of level. The A Button selects a letter. The B Button passes to the next puzzle.

The more drawings guessed, the more points your team accumulates.

Saving The Game Code

When the game ends, players are asked if they want to save the game's code. A seven letter code appears on screen. Saving the code and entering it before your next game avoids repeated drawings in subsequent games.

If you write down the game code before turning off the Nintendo Entertainment System and enter it the next time you play, the drawings will not repeat until all of the remaining drawings in the game are used. At the end of this manual you will find a place to record the seven letter code for your game. You have to input these letters in the proper sequence to begin play where the current game ends. Be sure you copy the letters correctly before you turn the Nintendo Entertainment System off. To use the game code the next time you play, choose "Set Puzzle Code--Yes", on the Main Menu. When you press Start, follow the directions on the screen to enter the code. Be sure to enter it exactly as it was saved. You can save as many game codes as you wish. If you want to repeat a game, you can enter its code and play it again with the same puzzles. Remember to enter the code you started the game with, not the code that you are given at the end of the game in order to repeat a previously played game.

Player Mode

In this mode, players draw their own pictures. Otherwise, the game is exactly like Automatic mode. (See Drawing Tips on page 15) Each person on the team takes a turn. The designated artist is prompted to "Press the B Button to preview the answer". The answer to the puzzle appears on the screen. The guessers (other team members) should look away from the screen at this time. When the answer disappears, a bell rings to indicate that the guessers can look at the screen again. The timer begins and the sketcher starts to draw with Control Pad A. The other team members type guesses with Control Pad B as in the Automatic mode. When three people are playing on one team, the two guessers should collaborate.

Practice Mode

Practice mode lets you become a Nintendo artist. With it, you can practice drawing and entering letters with the keypad. Practice is great for younger players because they can make up their own objects to draw and type without being timed.

Drawing Tips

Drawing with ***Win, Lose or Draw*** is simple to learn and fun for everyone. But, if you have never used a drawing tool before, here are a few tips that will turn you into a Picasso almost overnight. The game has a Practice mode so that you can get the hang of drawing without the pressure of game play. Also, Practice mode lets you decide what you want to draw instead of the Nintendo Entertainment System giving you objects or phrases. Choose "Drawing Mode--Practice", from the Main Menu.

The drawing easel appears with a cross-hair cursor positioned in the middle of the screen. Think of the cursor as a pen point which is now suspended above the drawing tablet. Whenever you see the cross-hairs, the pen is in the "up" position. When the pen is up, you can move it without drawing. Use the arrow keys to move the pen. To place the pen down on the drawing tablet, press the A Button. Now, when you move the cursor, the pen draws a line. To raise the pen above the drawing tablet again, press the A Button. You will see the cross-hairs appear. To erase everything on the screen, press the B Button. Now you are ready to draw!

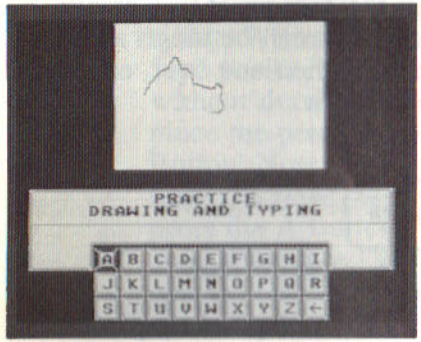
To draw one pixel (dot) at a time, press the arrow button one click at a time. This will give you the most control over your drawings

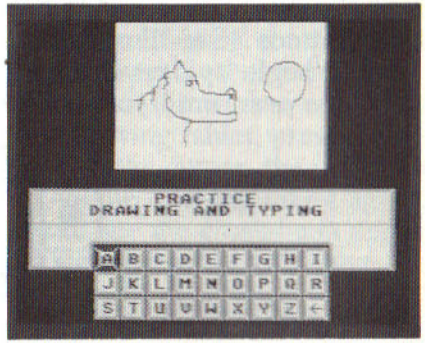
- To draw a straight line, keep any arrow button depressed.
- To draw a diagonal line, press the corners of two arrow buttons. (See Illustration) Diagonals can be tough at first, so begin by drawing one pixel up, then one over, one up, one over, until you get the hang of it.

(press here)

- To draw a curved line or a circle, draw pixel by pixel. Begin by creating a short diagonal line. With practice you can make adjustments so that you create a curved line or circle. When you can draw a circle while holding the arrow keys down, you've become a ***Win, Lose or Draw*** Master.

Here are some drawings to practice.





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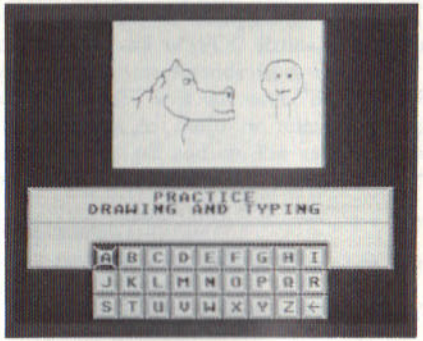

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

Hi Tech Expressions™ warrants to the original consumer purchaser that ***Win, Lose or Draw*** Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-9703. Our Customer Service Department is in operation from 1:00 P.M. to 5:00 P.M. Eastern Standard Time, Mon.-Thurs. and 9:00 A.M. to 1:00 P.M., Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

   HI TECH EXPRESSIONS
   Attn: Nintendo Customer Service Department
   584 Broadway, New York, NY 10012

   If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITION SET FORTH HEREIN. IN NO EVENT SHALL HI TECH EXPRESSIONS BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.